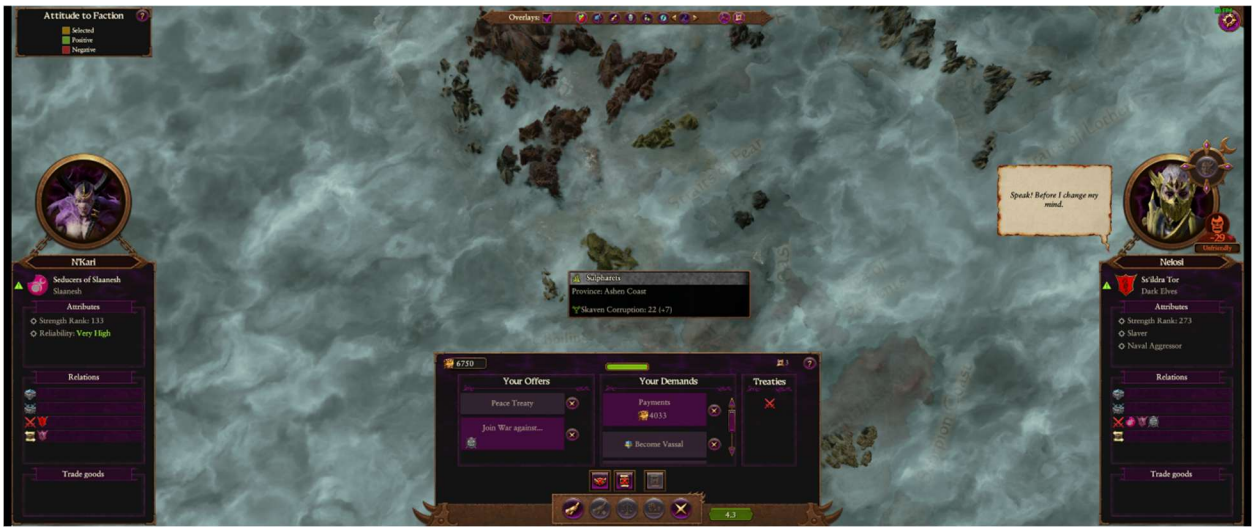
N’kari first 11 turn guide

VH/N, autoresolve only

T1: join Morathi’s war against Ss’ildra Tor for a trade agreement. Delete barracks, build growth. Move cultist into slaanesh army, attack first army, choose replenishment, siege capitol, combine deomonettes, summon disciple army. Seduce 3 spearmen, auto-resolve capitol, sack and then occupy with N’kari, move disciple army to last settlement, seduce 2 spearmen, sack, then occupy with disciple army, disband disciple army. Recruit two marauders with N’kari, recruit a chaos lord. Start cult magnus building in the white tower of Hoeth and disband the other cult building. Don't repair buildings until you need to for next growth tier, you'll need money for lords and armies, only recruit basic marauders until you have a tier 3 settlement. Growth commandment, switch to build cost reduction for settlement levels then switch back to growth.

T2: Vassalize Ss’ildra Tor; peace, join war against beastmen minor, vassalize and take money. Build outpost in grey rock point. Declare on Dreadfleet’s and Mazdamundi’s enemies for money. Attack cothique in Mistar with N’kari and move lord to support, combine marauders so you don't lose them, loot and occupy. Pleasure hunt pleasurable act for reduced recruit cost and increased recruit rnak. Recruit with N’kari, recruit two new chaos lords one in Mistar one in Tor Achare, recruit units in Tor Achare. Build T2 growth and T1 income building. Upgrade cult magnus building.



T3: Siege Tor Koruali with N’kari, move lords to support, force march reinforcement to his stack from starting province. If you don’t have the Master Painter follower yet put one marauder with two lords, if you do all to N’kari. Combine marauders. Don't attack settlement, they will sally since it's their last settlement, seduce two spears, loot and occupy. Recruit a 5th lord in Elisia. Repair Tor Achare settlement, build T2 income. Make sure you have at least 2200 favor for seduction before end turn. Accept ally mission to defeat serra.

T4: Join skull craig war against Eltharion, join Grom's war, join mother Stank's war. Move two solo lords down, N'kari recruits 9 units (3 local, 3 global, 3 turn 2), one lord goes back to starting province to recruit 2 more. Chaos lord starts his force-march north, grab treasure when you can, never fight for treasure and go around neutral pirate stacks. Corruption commandment in Cothique. Upgrade Tor Achare. Yvress will attack over end turn with a half stack, auto with two lords.

T5: Repair Elisia settlement, move chaos lords to border, N'kari stays in settlement for replenishment. Peace out keepers of bliss for money.

T6: Move N'kari to border, recruit disciple army, besiege Tor Yvresse, move disciple army and two lords to support. Sack, occupy with chaos lord and force march N'kari in for replenishment. Move armies to Tralinia, recruit marauders. Vassalize Bleak Holds, build outpost. Join war on Karond Kar.

T7: Peace out skeggi for non-agression and mil access, join war against new world colonies. Peace Karond Kar for non-agression. Sack and then subjugate Tralinia. Declare on Skull craig, don't join war (you want cheap allied recruitment which means you have to be in a war together). Move N'kari down in encamp stance and recruit two darkshards + marauders, force march lords down, disband disciple army. Recruit chaos lord in shrine of Kurnous (starting province) build 14 marauders, global + local. Proliferate cults, build magnus building anywhere that doesn't have increased detect chance (ai will eliminate your cults if they're not a vassal). Do ai diplo money things.

T8: Accept allied missions against skull craig lords. Sack Elessaeli, occupy and recruit, recruit one more darkshard. Recruit another chaos lord, if skull craig's main stack is still alive recruit regiments of renown so they won't besiege you. Vassalize Ghrond if you have vision. Check for Skegi vassal and Karond Kar vassal if you join against their main enemy. (vassal's will inherit all existing wars but not the newly joined one). Build upgraded magnus buildings, build fur building. Peace shadowgor warhorde.

Attitude to Faction
Selected
Positive
Negative
Overlays:
Crone Hellebron
The Great Ocean
The Shard Coast
The Forbidding Coast
Sea of Chill
I have such plans for the destruction of your people!
N'Karl
Seducers of Slaanesh
Slaanesh
Attributes
Strength Rank: 166
Reliability: Very High
Relations
Trade goods
Caladrielle
Unfriendly
Ghrond
Dark Elves
Attributes
Strength Rank: 227
Slaver
Naval Aggressor
Relations
Trade goods
19372
Your Offers
Peace Treaty
Join War against...
Your Demands
Payments
3156
Become Vassal
Treaties
0.2

Attitude to Faction
Selected
Positive
Negative
Overlays:
Sea of Malice
The Great Ocean
The Forbidding Coast
Straits of Chaos
The Albion Channel
Speak, whilst you still can. We will hear you.
N'Karl
Seducers of Slaanesh
Slaanesh
Attributes
Strength Rank: 88
Reliability: Very High
Relations
Trade goods
Shaldara
Friendly
Karond Kar
Dark Elves
Attributes
Strength Rank: 223
Slaver
Naval Aggressor
Relations
Trade goods
11591
Your Offers
Trade Agreement
65
Join War against...
Your Demands
Payments
793
Become Vassal
Treaties
0.1

Attitude to Faction
Selected
Positive
Negative
Overlays:
Morathi
Khorok Manripper
Nclosi
Straits of Lothern
The Inner Sea
Tyrion
Always keen for a head-butting contest!
N'Karl
Seducers of Slaanesh
Slaanesh
Attributes
Strength Rank: 88
Reliability: Very High
Relations
Trade goods
Losterilsson of the Kul
Very Friendly
Skeggi
Norsca
Attributes
Strength Rank: 85
Naval Aggressor
Raider
Relations
Trade goods
9789
Your Offers
Join War against...
Your Demands
Payments
1101
Become Vassal
Treaties
7.0

T9: Sometimes Tyrion declares against skull craig and occupies Cairn Thiel and sometimes he doesn't. If he does join war against Averlorn, declare against Tyrion, see if allies have missions. Attack with N'kari and seduce until you can win, sack and retreat to replenish. If he doesn't attack, sack, and occupy both orc settlements; occupy Cairn Thiel with N'kari, recruit another chaos lord. Get all non-alliance agreements with subtle torture, they will vassalize when they end up at war with a major faction. Slaanesh corruption commandment southern Yvress. Peace new world colonies.

T10: Join war against Averlorn, declare against Tyrion, see if allies have missions. He will have 3 armies, kill the one in Angerrial, sack and retreat to cairn Thel. Ambush with other lords. Recruit chaos lord in shrine of Kurnos, ally recruit 2 units. Break non-aggression pact with Saphery, they will declare when you start trespassing.

T11: If tyrion didn't attack, merge armies into N'Kari move to province edge and recruit disciple army. Kill Tyrion with N'kari and disciple army plus 2 lords. Attack shrine of Khaine with Shrine of Kurnos lords, loot and occupy, build shrine building. Sell Tor Yvress to Eltherion, build outpost. First magus cult will go to Tralinia.

Wrap up: vassalize Tyrion in Shrine of Asuryan. Vassalize Averlord in Gaean Vale. Move two sets of armies around the donut, declare on dreadfleet and peace him out when he has 1 settlement left. First tier 3 settlement get temple of decadence for techs and tech stealing. Normally Mazdamundi and Mother Ostankya will peace out before their armies get on the donut. Move Nkari to kill Alarielle, 4 lords with a half army go the other way round. Continue to build and spawn cults as soon as you can.

Once subtle torture in the north is confederated I kill the minor khorne faction with one full stack and 1 disciple army and either disband the army or pick a east/west direction to move. Use the cult teleport to get N'kari off the donut to somewhere with good settlement density and LL's to vassalize, wood elves are especially good. Take the sailing lord up north and move him through the sea lane to Antartica to pick up more diplo money and to confederate the southern Slaanesh faction.

Allied units will be the best units you have for a while, get 4 per lord and always check for ally missions at the start of your turn.

Your quest battle involves 4 phoenix guard, 4 sea guard, 4 sisters of averlorn, and 2 star dragons so you're not autoing it until you get a full stack of chaos warriors with rr's included. It's not hard to manual if you have a high level shadow caster with you.

Force vassalize Norsca and Morathi. Norsca give good port income and Morathi is nice to place cults for Slaanesh corruption bonuses.

Skill Progression

Tech Tree: mortal lust -> grateful enslavement -> captivating musk -> everlasting gift -> decedent apostles

N'kari -> route marcher -> corruption -> 1 point serve or die -> draftmaster -> promise of perfection -> 1 point drawn to decadence -> renowned and feared -> unique line

Chaos lord -> yellow line for autoresolve power, one lord go red marauder buffs then blue line for army lord

Cultist -> mobility -> corruption -> 5 points yellow line -> gate of slaanesh

Disciple armies

15 turn per province cooldown and 5 turn cooldown per army. You can get around army cooldown by recruiting a new lord and moving the army to that lord. (swapping lords will not work).

Army summon strength is based on lord rank, corruption and the summoning army cost.

Disciple armies take attrition below 90 Slaanesh corruption.

Once you get 2000 corruption you get the Cult Uprising manifestation. Can't be in your own province to start but can continue to trigger in your province if taken. 5 full disciple armies for 1 army that can't move.

Cost 20 devotees per turn (practically free)

Cults

Magnus buildings cost 6k total to build but give 50 income, 10% settlement income and cultists + hero and lord recruit rank. High level cultists are the best unit you have, 3x summon daemonettes, 1x keeper, mortis engine, and a decent statline.

Lure of Slaanesh cult building allows you to seduce any unit in the province for -80% cost, combine with techs and enemy units are nearly free. Make sure to put cultists ahead of where you're fighting so ensure you're never fighting fair.

Population preparation give allies growth, control, income, and slaanesh corruption. Build it in allied settlements.

Other

Chaos lords are you only unit that auto's well until you get chaos warriors.

Marks of Slaanesh apply to every faction leader regardless of if their faction is alive or not and give 25 devotees per turn once everlasting gif is researched. They also gives vision so they're great for pvp. Beating an army or performing a successful hero action will give a mark.

1 healthy unit is worth far more than 2 half health units in auto resolve, combine units for crucial battles. Experienced units also perform better.